



NIEUW / NEW



groovtube

The ultimate device to teach breath control
and oral motor skills for all ages.

The GroovTube is a unique device which makes breathing and oral motor skills visible and analysable on a fun way. It turns your breath into real-time image effects, for use by people with breathing, speech, or oral motor disabilities.

The GroovTube connects wirelessly to the iPad using Bluetooth Smart. Its use is simple: inhale or exhale into the mouthpiece of the GroovTube, and airflow is recorded and converted into visual effects in an app specially developed for the purpose.



The GroovTube

Hardware

The hardware consists of a wireless (Bluetooth® Smart) input device and an interface. In addition, several mouthpieces are available. You can hold the GroovTube in your hands, or you can place it on a tripod.

Apps

There are several apps for different purposes and different ages. You can download them for free in the App store. The apps have various training levels and game elements. This is to make the exercises challenging, and increase the motivation of the user.

View instructional videos on
www.groovtube.nl



*No other devices has
helped me more to
challenge a young child
to exhale as long
as possible.*

Maaïke, a speech therapist

groovtube

The GroovTube was developed at the initiative of
Rijndam Rehabilitation Institute, in collaboration with
the assistive technology company AudioRhoon.

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For whom?

The device is suitable for breathing training and oral motor training and can be used in a therapeutic setting as well as at home. In rehabilitation institutes the GroovTube is used in respiratory therapy, speech therapy, occupational therapy and physiotherapy.

In practice

In practice, the use of the GroovTube makes the patient aware of his respiration. Respiratory muscle training can result in maintaining better condition of the lungs, and a better cough in children with neuromuscular disease.

BCA (Breath Controlled Apps)

The apps provide several possibilities and levels of training for breathing techniques, among others:

- enhancing conscious inhaling and exhaling;
- visualising the intensity of inhaling and exhaling;
- teaching a rhythm for inhaling and exhaling.

Visual feedback of breathing provides a major enhancement of the training effect of exercise. The element of play gives extra motivation to the patient. Reward is instantaneous.



The mouthpieces are interchangeable, so each user can use his own mouthpiece.

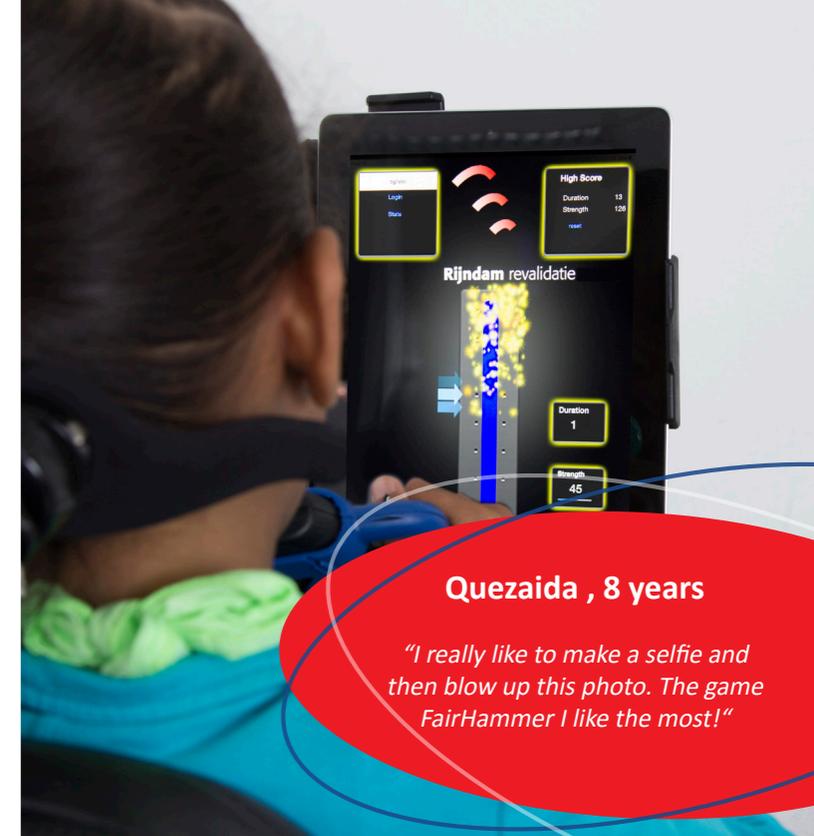
Instantly get started with the starter pack

When you purchase GroovTube you can start immediately. Download the free apps from the App Store and connect the GroovTube with the iPad. The starter pack includes:

- GroovTube with removable handle
- 8 mouthpieces with bacterial filter
- 20 plastic mouthpiece storage containers (disposable)
- AC adapter
- Manual
- Robust storage case

The results of each training session are saved automatically. This makes it fun for children who need to keep practicing on a regular basis.

Irma, a physiotherapist



Quezaida , 8 years

"I really like to make a selfie and then blow up this photo. The game FairHammer I like the most!"

Verkrijgbaar in de
App Store

Discover all the apps in the App Store. Let's introduce the first 3 apps:

G

GroovTube

Due to detection of breathing strength and duration a self-chosen photo will deform. The exercise gets tougher if you increase the threshold.

F

FairHammer

This app is based on the game 'High Striker'. Inhaling or exhaling will move the 'mercury' toward the top of a thermometer-style graphic.

B

BilliardBreath

Breathing strength is used to move billiard balls, but you also need agility to accomplish. This will increase breathing awareness. (biofeedback).